Corel DVD MovieFactory 7™

Corel DVD MovieFactory® 7

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Welcome to Corel DVD MovieFactory

Corel DVD MovieFactory software allows you to author and burn standard and high-definition videos. It supports DVD, Blu-ray Disc, and AVCHD disc formats.

In Corel DVD MovieFactory, you can capture standard and high-definition video from a DV, HDV or AVCHD camcorder, HDTV programs, and other source devices. You can then perform frame-accurate editing, add effects and apply numerous enhancements. If you are authoring Blu-ray Disc format, you can include next-generation interactive menus.

After finalizing your content, you can record to CD, DVD, or Blu-ray Disc media or even output high-definition video on standard definition DVD and AVCHD discs using a standard DVD burner.

This user guide will explain these procedures in detail and provide you with the information you need to use Corel DVD MovieFactory 7 successfully.

Note: The availability of program modules and HD-related functions depends on the DVD MovieFactory version you have.

The DVD MovieFactory Launcher

The DVD MovieFactory Launcher is a control panel from which you can quickly start your projects. It provides shortcuts to modules and features that you need to perform specific tasks.

Through the Launcher, you can also directly access resources, bundled applications, and configuration options.

You can run the Launcher from the desktop icon, Start menu, or program folder.

If you are already familiar with DVD MovieFactory tasks, you can click on task icons to get started right away.

But if you are new to video editing, disc authoring, or the interface, the Launcher provides supplementary information to help you make the right choices when starting a project.

Hover over information and task tutorials

When you hover over a task icon, the Launcher provides descriptive information on the task you are about to select.

Clicking **Tutorial** displays step-by-step instructions on how the task can be completed.

Starting a project

You can start your project by choosing task categories in the Launcher bar. For common tasks, you can start by selecting options in **Start a Quickproject**.

Starting a project using task categories

In the Launcher bar, there are 3 task categories:

• Capture & Import

• Create & Edit

• Burn

Click a task category to go to the task category page and view a description of the task category.

Click the specific task that you want to perform. This opens the appropriate module so that you can get started right away.

If you need additional information on the available options, hover over them to read a description.
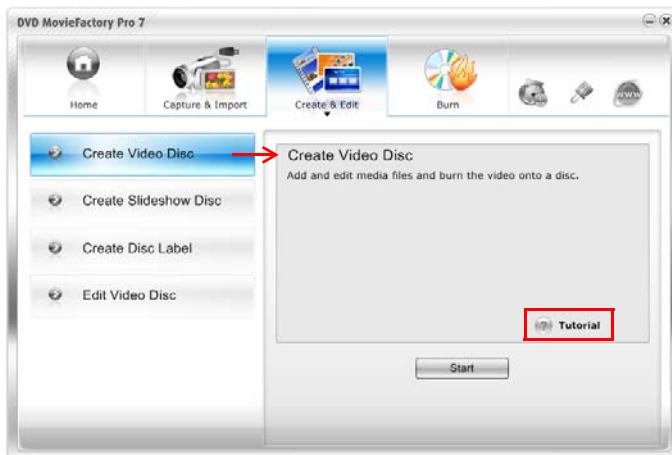
Click **Tutorial** to view the task tutorial. Aside from directly clicking the task at the left of the interface, you can also click **Start** to begin your project.

Note: A second level launcher requires you to set disc type and project format for the **Create Video Disc** and **Create Slideshow Disc** tasks. See **Setting disc type and project format**.

Through the second level launcher, you can also open an existing DVD MovieFactory project by selecting **Existing project**. See **Opening an existing project in the Launcher**.

Starting a Quickproject
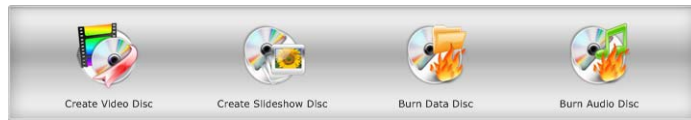
Start a Quickproject provides easy access to commonly used tasks:

• Create Video Disc

• Create Slideshow Disc

• Burn Data Disc

• Burn Audio Disc

You can also hover over a Quickproject to view a description of the task. Click on the Quickproject icon to begin your project right away.

Setting disc type and project format

If you click **Create Video Disc** or **Create Slideshow Disc**, a second level launcher page allows you to select disc type and project format before you proceed. The available project formats are based on the selected disc type.

Hover over a format option to display a description and tips on its usage. Select the project format and click **OK** to proceed.

You can also refer to the **Glossary** to learn more about the available format options.

Opening an existing project in the Launcher

To open an existing project in the second level launcher, select **Existing project**.

Click **Browse for a project file** and locate the Corel DVD MovieFactory project files (*.dwz) file.

Launching the DVD MovieFactory suite of programs

You can display a menu of all the applications installed with Corel DVD MovieFactory by clicking **DVD MovieFactory Suite** and click on the icons to quickly launch the programs.

> **Note**: Opening previously created project files from outside the DVD MovieFactory Launcher will automatically launch the associated program.

Accessing the Corel Web site

If you are connected to the Internet, you can click 🌐 to launch the Corel Web site. This is your point of access to product and technology updates, online tutorials, and a wealth of other resources for Corel DVD MovieFactory and other Corel products.

Preferences and Disc Tools

Preferences opens a menu of options that allows you to set the working folder, view the online Help and information about Corel DVD MovieFactory, visit the Corel DVD MovieFactory Web page, and register your copy.

Disc Tools allows you to format, erase, and close your disc. You can also use this feature to view disc and drive information.

The DVD MovieFactory host program

You can start disc authoring and editing tasks by directly opening the Corel DVD MovieFactory host program. Click **Start: All Programs - Corel DVD MovieFactory 7 - Applications - Corel DVD MovieFactory 7**. The **Start** window opens for you to select task options.
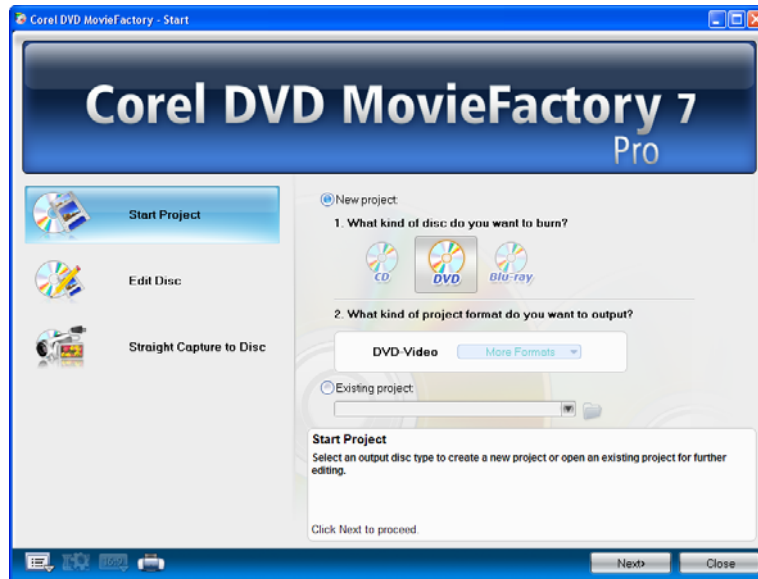
Start Project Click to create a new project or open an existing one.

Edit Disc Click to edit content on a rewritable disc.

Straight Capture to Disc Click to capture content from your camcorder and other devices.

Starting a new project

To start a new project in the **Start** window of the host program, click **Start Project** and select **New project**.

Select output disc type in **What kind of disc do you want to burn?**.

Select project format in **What kind of project format do you want to output?**. Click **More Formats** to select other project format options that are also supported by the output disc type that you selected. Hover over a format option to display a description and tips on its usage. You can also refer to the **Glossary** to learn more about the available format options.

Click **Next** to continue.

Note: While working on your project, you can further modify your output disc size in **Current project type**.
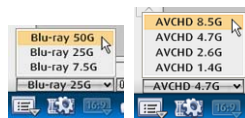
Opening an existing project

To open an existing project in the **Start** window, click **Start Project** and select **Existing project**.

Click 📁 **Browse for a project file** and locate the Corel DVD MovieFactory project files (*.dwz).

Creating a video disc

Whether you are using the **Launcher** or the host program, creating a new project or opening an existing one takes you to the **1 Add Media** page. Here, you can select options under **Add Media** to add content to your movie.

You can add content to your movie by capturing videos, adding video files, creating and adding slideshows, and importing DVD videos.

Options for adding media

Toggle between showing and hiding advanced options

Current disc size
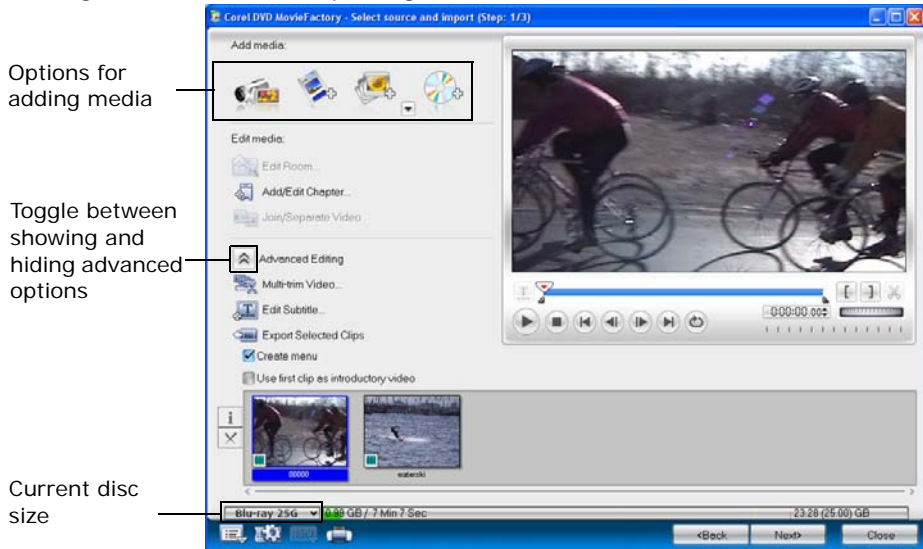
Capturing video

Corel DVD MovieFactory is capable of capturing video from different video sources such as DV and HDV camcorders and VCRs, analog devices, and TV tuners.

Capturing is the process of transferring video from your camcorder or other video sources to your computer. When you have properly set up your equipment for capturing, the video feed from your source device should be visible when you play the source tape in the **Preview Window** of the **Capture Video** dialog box. If your display card supports TV output connection, you will be able to view your video on a TV monitor.

Capture source devices are categorized into three classes: Analog TV, Digital TV, and DV Camcorder/HDV Camcorder.

To capture video, click 🎞 **Capture video** in the **1 Add Media** page.

> **Note**: To begin capturing task from the **Launcher**, click **Capture & Import** and then click **Capture Video**.

Capturing DV video

Corel DVD MovieFactory allows you to capture digital video and automatically store it in your selected format.

To capture DV video:

1. Connect your camcorder to the IEEE-1394 interface card. Turn it on and set it to **Play** (or VTR /VCR) mode.

2. In the **1 Add Media** page, click **Capture video** 🎞. The **Capture Video** dialog box opens. The DV device connected to your computer is displayed in the **Source** list.

3. Select a capture **Mode**:

   • **Fixed duration** Sets the total duration to be captured.
   • **Full DV tape** Captures the whole DV tape from tape start to end.

4. To adjust the capture options, click 🗘.

   • **Format** Allows you to select the file format of the captured video.
   • **Capture folder** Shows the path of the folder where captured videos are saved. Click **Select capture folder** to select a different folder.

5. Click **Play** in the **Navigation Panel**.

6. When you get to the part of the video to record, click **Start Capture** 🎥 . Click **Stop Capture** or press **[Esc]** to stop capturing. The captured video will be added to the **Captured videos** list.

7. Repeat steps 5 and 6 to add more clips. Click **OK** after capturing to go back to the **1 Add Media** page. The captured clips are displayed in the **Media Clip** list.

> **Note:** Click **Full Screen** to toggle between the expanded or original view of the **Preview Window**.

Capturing High-Definition Video (HDV)

Before capturing your HDV or HD video, make sure that your camcorder (or deck) is properly detected by your computer.

> **Note:** The Sony HDV camcorder can be detected under Windows XP with Service Pack 2 and Windows Vista.

To capture video from an HDV camcorder:

1. Connect your HDV camcorder to the IEEE-1394 interface card. Turn it on and set it to **Play/Edit** mode.

2. If you have a Sony HDV camcorder, make sure it is switched to **HDV** mode.

3. In the **1 Add Media** page, click **Capture video** 📷 to open the **Capture Video** page. The source device connected to your computer is displayed in the **Source** list.

4. Use the **Navigation Panel** to go to the start of the section of the video where you want to start capturing and click **Start Capture** 📷 .

Capturing analog video

Corel DVD MovieFactory allows you to capture videos not only from digital sources, but also from analog sources.

To capture video via an analog capture card:

1. Connect your video source device to your capture card. On some cards, you may also need to connect the audio cables. For S-video, please remember to connect the audio cable properly since S-video only transfers video signals.

2. In the **1 Add Media** page, click **Capture video.** Follow the remaining steps as described in the procedure for capturing DV video. See "Capturing DV video" for more details.

Capturing TV footage

Corel DVD MovieFactory allows you to capture TV footage with a TV tuner. Capture a segment of your favorite television show on regular TV or cable then save it in your hard drive in AVI or MPEG format.

To capture TV footage:

1. Check if your computer has an analog video capture card with a TV input jack. This jack usually uses a TV coaxial cable to input TV signals from either an antenna or a dedicated cable from your CATV supplier.

2. Connect your video source device to your capture card. On some cards, you may need to connect the audio cables.

3. In the **1 Add Media** page, click **Capture video**.

4. Select your analog device from the **Source** list.

5. Select the appropriate capture **Mode.**

6. Select the channel name and number in **TV channel**.

> **Note:** You can click **Settings** to edit the list of channels in the **Channel List** dialog box.

7. Select the appropriate video format from the **Format** list.

8. Click **Start Capture** to begin capturing.

9. Click **Stop Capture** or press **[Esc]** to end capturing.

Capturing still images

In addition to video, Corel DVD MovieFactory allows you to capture still images in BMP or JPEG format. The dimensions of the captured image will depend on the frame size of the source video.

To choose your image format:

1. Return to the **1 Add Media** page and press **[F6]** to open the **Preferences** dialog box.

2. Click **Capture** tab and select the appropriate format in the **Captured image format**.

3. Specify the image quality (applicable only for JPEG format).

4. Click **OK**.

To capture still images:

1. Follow the steps in preparing to capture a video. See "Capturing DV video" for more details.

2. Scan your video to search for the part to capture.

3. When you get to the part of the video frame you want to capture, click **Capture Image**.

Tip: You can also capture a still image from a video clip in the **1 Add Media** page. Select the video clip from which you want to capture the still image and use the navigation buttons to locate the frame. Right-click the **Preview Window** and select **Capture Image**. You will then be prompted to save the captured image to your local folder.

Capturing video directly to MPEG format

Corel DVD MovieFactory allows you to capture video from a DV camcorder or analog source straight to MPEG.

To capture video in MPEG format:

1. Connect your camcorder or VCR to your capture card. Switch it on and set it to **Play/Edit** (or VTR/VCR) mode.

2. Select a DVD, VCD, SVCD, or MPEG format in **Format**.

3. Click **Start Capture** to begin capturing.

4. Click **Stop Capture** or press **[Esc]** to end capturing.

Note: A DVD player connected to an amplifier using an audio-optical-fiber cable may not be able to produce sound when playing an NTSC DVD with MPEG audio.

Setting Auto Capture to DVD

Corel DVD MovieFactory allows you to set delayed recording times when capturing from different sources to DVD. You can specify the capture source, the time to start recording and the total recording duration.

To use Set Auto Capture to DVD:

1. Set the **Capture Mode** to **Set Auto Capture.** Then choose your recording source.

2. Set the **Start time** and **capture duration** of the recording session.

   • The maximum total duration of recording depends on your available disc space.
   • If the start time is earlier than the current time, Corel DVD MovieFactory will start to record the day after.

3. Click **Start Auto Capture** to begin the task. If you need to reset the start time and duration, click **Stop Capture** and reset the values before restarting the task.

Adding video files

Corel DVD MovieFactory allows you to add video files of different formats such as AVI, MPEG, and WMV into your video project. You can also add a VideoStudio project (*.VSP).

To add a video file to your project:

1. Click **Add video files** in the **1 Add Media** page to launch the **Open Video File** dialog box.

2. Locate the video file(s). You can select and add multiple files under the same folder. Press **[Ctrl]** or **[Shift]** to select multiple files.

3. Repeat the above process to add more video files.

Using the right-click menu

Right-click a thumbnail in the **Media Clip** list to display a context menu that gives you access to more options.
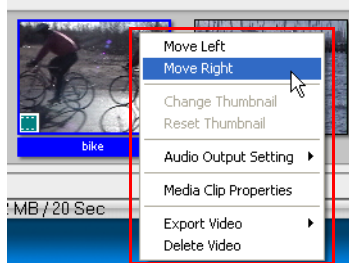
- **Move Left/Right** Changes the position of the selected clip in the Media Clip list.

- **Change Thumbnail** Changes the current thumbnail display.

- **Reset Thumbnail** Restores the original thumbnail display.

- **Recover Possible Lost AV Data** Retrieves lost data from captured videos.

- **Audio Output Setting** Includes audio data when exporting video.

- **Media Clip Properties** Displays the file, video, and audio properties of the selected media clip.

- **Export Video** Allows you to save your video into a specific format.

- **Delete Video** Removes the selected clip from the Media Clip list.

Adding photo slideshows

Aside from video files, you can also add photo slideshows complete with multiple background music or sound annotations, as well as transition and pan & zoom effects.

To add a slideshow:

1. Click **Add Slideshow** in the **1 Add Media** page.

> **Note**: To add image folders and subfolders by group, select **Batch Collect**.

2. The **Add Slideshow** dialog box opens.

3. Locate the folder that contains your image files in the **Add SlideShow** dialog box and select the images to include. Use **[Ctrl]** or **[Shift]** to select multiple images.

4. Click **Add Photo**. Repeat step 3 to add more images.

Tip: Click **Add All** to include all the photos in the current folder.

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5. Add a slideshow title, background music, transition effect, and other enhancements as needed.

6. Click **Preview** to see the result.

7. Click **OK** after you have finished.

There are a number of features to improve your slideshow project:

- Click **ExpressFix** to fix common digital photo problems. You can adjust quality.

- Click **Record a sound annotation to the selected photo** to record voiceover for a selected image.

- Like in video projects, add chapter points by selecting a photo and clicking **Set current photo as chapter** . To auto-set chapters at a regular interval, click **Auto set chapter** and set the value for the interval.

- Click to add a blank color slide.

- Click to apply transition effects.

- Click to apply preset or customized pan & zoom effects. **Pan & Zoom** animates your background image by moving it from one fixed point to another and changing the viewing distance.

- Select **Match with background music** to make the slideshow length the same as the length of the slideshow audio.

Creating browsable slideshows for BDMV

When authoring BDMV, you can click **Brows-able slideshow** to allow viewers to go from one slideshow chapter to another without interrupting audio playback.

Importing digital media

Import DVD-Video, DVD-VR, AVCHD, BDMV, and SD-video from your disc, hard drive, and HDD camcorder.

You can import all the DVD files or simply select specific titles and chapters. (Program imports track 1 audio in default.)

Corel DVD MovieFactory also allows you to import **AVCHD** video, a format developed by Sony Corporation and Matsushita Electric Industrial Co. This format supports various resolution/frame-rate combinations and can encode audio in either 5.1 channel AC-3 or up to 7.1 channel Linear PCM.

Corel DVD MovieFactory supports dual channel audio input so you can include the video's main audio channel and/or the sub channel if available.

To import digital media:

1. Click **Import digital media** in the **1 Add Media** page.

2. In the **Select Import Source Folders** dialog box, locate the folders that contains your movie. You can select multiple folders.
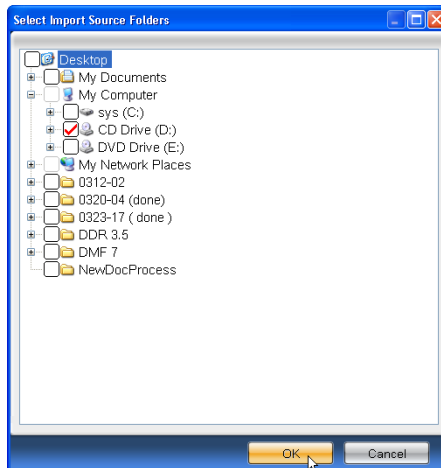
> **Note**: If your AVCHD camcorder is connected to your computer, make sure that the computer recognizes your camcorder as a removable drive.

3. Specifically for DVD, find the **VIDEO_TS** folder on a disc (DVD+R/RW or DVD-R/RW) or hard drive, or the **DVD_RTAV** folder for DVD-VR files on a disc (DVD-RW or DVD-RAM) or hard drive. Click **OK.**

4. The folders will be in the **Import Digital Media** dialog box. You can arrange your selections by clicking the Up and Down arrows. You can delete entries by selecting them and clicking **Delete**. To add more files click **Select Import Source Folders**.
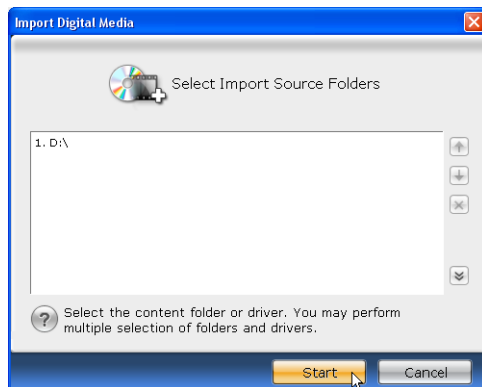
5. Click **Start**.

6. In the main **Import Digital Media** dialog box, select the specific file or folder to import and click **Start Import**.
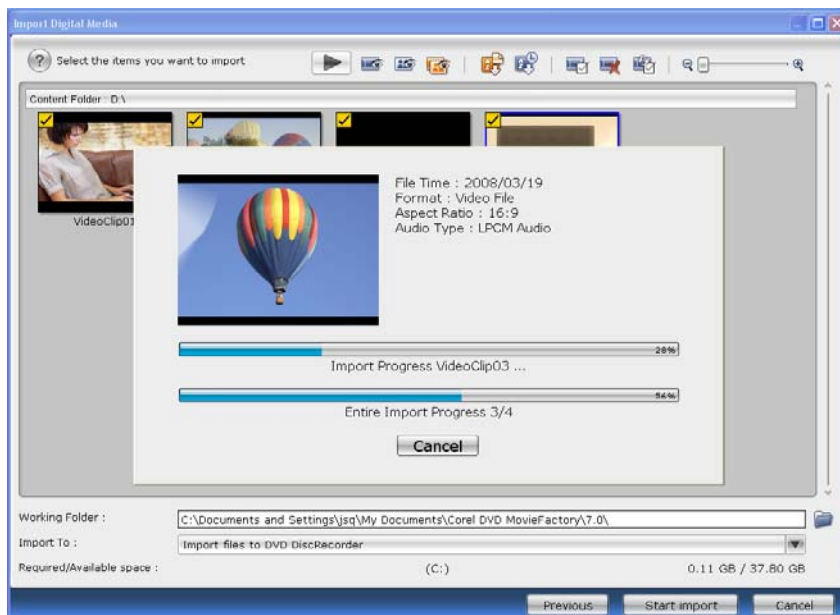
The imported video files are displayed in the **Media Clip** list.

The **Import Digital Media** dialog box also provides options for previewing your selection, showing/hiding folders, arranging list order alphabetically or by date and time. You can also zoom in and out the interface by using the zoom slider.

Notes:

- Use the playback controls in the Preview Window to view each video clip or chapter.
- Black video thumbnails that appear in the **Media Clip** list indicate that the first frame in the video is either white or black.

Editing and enhancing your video

After importing the media files into your project, you can now play and edit the content using Corel DVD MovieFactory's playback controls and editing tools.

When editing, there are many ways to browse through a video clip. You can use the navigation control buttons or go to a specific timecode. You can also use the **Jog Wheel**, which works the same way as the one found in most VCRs, to browse through the video more quickly. Or you can use the **Fast Forward/Fast Rewind** to view the video clip at a constant playback speed.

Jog Slider

Jog Wheel

Fast Forward/Fast Rewind
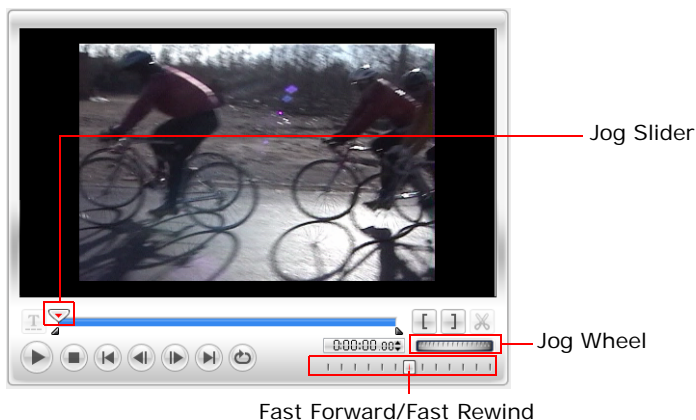
Tip: When using the Jog Wheel, you can browse through a video by moving the scroll wheel on the mouse back and forth.

Trimming a video

You can trim a video using the **Jog Slider**, mark-in/out buttons, navigation controls, **Shuttle Slider**, and **Jog Wheel**. Trimming allows you to modify the length of the video according to your needs.

To trim video:

1. Select a video thumbnail in the **Media Clip** list.

2. Use the navigation controls or drag the **Jog Slider** to where the clip will start and click ⬚ or press **[F3]**. Alternatively, simply drag **Mark-in** to the starting point.

3. Use the navigation controls or drag the **Jog Slider** to move to the point where the clip will end then click ⬚ or press **[F4]**.

4. Click **Play** (or press **[Space]**) to view the trimmed video.

Enabling Smart Proxy

Proxy files are lower resolution working copies of video files. They are reduced in resolution or compression bit rate for only one reason -- to speed up editing of high definition files. Proxy files are source-dependent rather than project-dependent. In other words, proxy files can be shared among different projects. Smart Proxy can also be used in other video file formats and is not limited to HDV files only. The main purpose of this feature is to have a more efficient editing experience by making smaller proxy files out of large videos.

When you edit and preview your HD project, proxy files will be used as substitutes for their large video source counterparts. Whereas when you edit or preview your project in standard playback mode or when you render a video file, the original video source files will be used.

When you add an HD video clip to your project, you will be prompted to confirm whether or not you want to enable the creation of proxy files.

In the case of HDV files, Smart Proxy is automatically activated during capture and use of HDV files in your project.

Once Smart Proxy is enabled, proxy files will automatically be created and used in your project whenever you insert video files into the Timeline.

Using Edit Room/Edit Slideshow

Edit Room/Edit Slideshow lets you improve the quality of a video clip or slideshow by adjusting its current properties or adding new features such as sound and transition.

Select a video clip and click **Edit Room** to open the **Edit Room** dialog box. It features six (6) **Task tabs**, each with a corresponding set of options. You can use the **Preview Window** and the **Storyboard/Timeline** to view and fine tune your edits. You can also add chapter points, insert/remove clips, apply fade in/out effects, and perform other basic editing functions.

> **Note:** If you edited the subtitles of the selected video clip in **Edit Subtitle**, all the subtitle settings you applied will be removed when you click **Edit Room**.
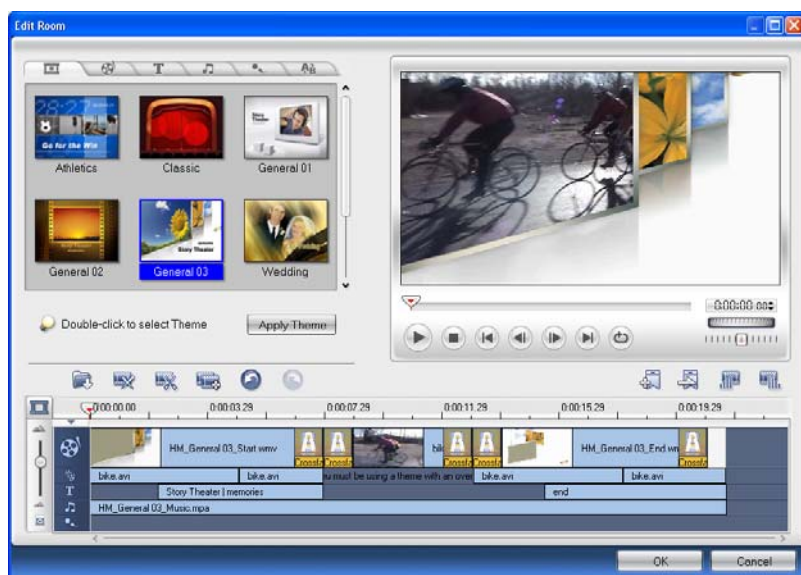
The Theme tab

The **Theme tab** allows you to apply preset themes. The Theme Panel lists theme templates that are applicable to the currently selected video clip. Double-click a theme to apply it or select a theme and click **Apply Theme**.

The Video tab

The **Video tab** allows you to edit the properties of a video clip.

Options for the Video tab

• **Video Duration** Shows the length of the selected clip in hours, minutes, seconds, and frames.

• **Audio Volume** Increases or decreases the volume of the clip.

• **Audio fade in** Gradually increases the volume of the clip.

• **Audio fade out** Gradually decreases the volume of the clip.

• **Set Mark-in/Mark-out** Sets the starting and ending points of a clip.

• **Multi-trim Video** See "Multi-trimming Video" for more details.

• **Split Video** Divides a video clip according to detected scene changes.

• **Auto Enhance Video** Adjusts the brightness and contrast of a clip.

The Text tab

The **Text tab** allows you to add and format text.

To add text to your video:

1. In the **Text** tab, drag the **Jog Slider** or use the playback controls to move between frames in the video. Stop when you reach the point where the text will be added.

2. Double-click the **Preview Window** to enter the text. Specify the duration, font type, size, color, and other properties.

3. Repeat steps 1 to 2 to add more text. You can use the playback controls to preview the result. The text will not overlap each other.

> **Tip:** To edit added text, double-click and modify it as you would in a word processor. To delete text, select it and press **[Delete]**.

4. Click **OK**.

Options for the Text tab

- **Text Duration** Specifies how long the text will be displayed.

- **Font Face** Selects typeface.

- **Font Size** Selects font size from 5 to 128 pts.

- **Vertical text** Changes the orientation of the text vertically.

- **Transparency** Adjusts the transparency of the text.

- **Shadow** Applies shadow to your text.

    Show/Hide Advanced Options Toggles between showing and hiding the settings for the text shadow.

    X-offset Determines the horizontal distance between the text and the shadow.

    Y-offset Determines the vertical distance between the text and the shadow.

    Transparency Adjusts the shadow transparency of the text.

The Music tab
The **Music tab** allows you to add background music to your video.

To add music:

1. In the **Music** tab, click **Add Audio** to locate the audio file to add. The added audio files are displayed on the list below **Add Audio**.

2. To preview and trim an audio file or apply fade-in/out effects, click **Audio Properties** 🔲. The duration of all audio files in your project is displayed in **Audio Duration**.

Note: Even if the audio is trimmed or edited, the actual audio playback duration remains the same as the video playback duration. Audio playback will loop if the video duration is longer.

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3. To remove a previously added music, select it on the list then click **Delete Audio** ⊟.

4. Adjust the volume for the original audio track, additional audio file, and recorded voice annotations respectively. Click **Play** to preview the result.

5. Click **OK**.

Options for the Music tab

- **Add Audio** Click to locate an audio file to be used as background music for your video. The added audio files are displayed on the list below it.

- **Move Audio Up/Down** Changes the order position of the selected file.

- **Delete Audio** Removes selected file.

- **Audio Properties** Opens the **Audio Properties** dialog box to view properties, play, trim, and fade in/out your audio file.

- **Audio Duration** Displays the duration of the audio track in hours: minutes: seconds: frames. You can also pre-set the length of the recording by entering the desired duration.

- **Audio Volume** Adjusts the volume level of the recorded clip.

- **Audio Fade In** Gradually increases the volume of the clip.

- **Audio Fade Out** Gradually decreases the volume of the clip.

- **Mute** Click to disable a specific audio clip.

The Voice tab
The **Voice tab** allows you to add voice annotation to your video.

To add a voice annotation:

1. Drag the **Jog Slider** or use the playback controls or the **Jog Wheel** to move between frames in the video. Stop when you reach the point where the annotation will be inserted.

2. Click **Record Voice** and test your microphone (adjust the volume as needed), then click **Record** to start.

Options for the Voice tab

- **Record Voice** Click **Record Voice** to start recording. This changes into **Stop Recording Voice** during the recording process. Click this to end recording. A new clip in the **Voice Track** on the **Timeline** is created.

- **Voice List** Displays the list of recorded voice files.

- **Delete Voice** Removes selected file.

- **Voice Properties** Opens the **Advanced Audio** dialog box to view properties, play, trim, and fade in/out your audio file.

- **Voice Duration** Displays the duration of the audio track in hours: minutes: seconds: frames. You can also pre-set the length of the recording by entering the desired duration.

- **Voice Volume** Adjusts the volume level of the recorded clip.

- **Voice Fade In** Gradually increases the volume of the clip.

- **Voice Fade Out** Gradually decreases the volume of the clip.

- **Voice Mute** Click to disable the selected voice clip.

The Effect tab
The **Effect** tab displays various options that you can use to apply transition effects to your video clip.

Options for the Effect tab
- **Add/Change Effect** Opens the **Effect** dialog box. Add or modify an effect by selecting it and clicking **OK**. You can also double-click an effect to apply it.

- **Effect Duration** Allows you to specify the length of the selected transition effect.

- **Effect Name** Displays the names of currently applied effects.

Note: To remove an effect, select it in the **Storyboard/Timeline** and press **[Delete]**.

Editing a slideshow
To edit your slideshow, select the slideshow thumbnail from the **Media Clip** list and click **Edit Slideshow**. Modify the selected slideshow in the **Edit Slideshow** dialog box.

Joining/Separating videos

Join/Separate Video lets you combine two or more video clips, or separate previously combined video clips.

To join/separate video clips:
1. Press **[Ctrl]** or **[Shift]** and click on two or more clips in the **Media Clip** list.

2. Click to combine the selected clips.

To separate the previously combined videos, select the video clip from the **Media Clip** list and click again.

Multi-trimming Video

Multi-trim Video lets you select multiple segments from a video and extract these segments to the **Media Clip** list.

> **Note: Multi-trim Video** cannot be applied to video clips previously edited using **Edit Room**.

To use Multi-trim Video:

1. Select the video to be trimmed in the **Media Clip** list.

2. Click   to open the **Multi-trim Video** dialog box.

3. Drag the **Jog Slider** to locate the start of the segment to retain, and then click

   or press **[F3]**.

4. Drag the **Jog Slider** to locate the end of the segment to retain, and then click

   or press **[F4]**. The extracted segment will be added to the **Media Clip** list.

> **Tip:** To move the **Jog Slider** at a fixed interval, use   or . Set the quick search interval in **Duration**.

5. To select more segments, repeat steps 3 and 4.

> **Tips:**
>
> • **Quick search interval** allows you to set a fixed interval between frames and browse through the movie using the set value.
> • You can also click **Invert Selection** to select all unmarked segments instead.

6. Click **OK**.

> **Tips:**
>
> • Click   **Play Trimmed Video** to view the extracted segments.
> • To remove any extracted segment from the list, select it in the **Media Clip** list and click **Remove selected clips**.

Using Ad- Zapper

Corel DVD Movie Factory allows you to easily remove TV advertisements from your videos by automatically detecting commercial intervals.

Ad Zapper Searches your videos for commercial intervals and extracts the commercials to the media list.

Detection sensitivity Controls the rate of distinguishing between commercials.

Merge CF Merges all your extracted clips so that they appear as one thumbnail in your media list.

Editing Subtitles

Corel DVD MovieFactory automatically adds DV file information and DCS exif data as subtitles in your video. You can also import SRT files.

Edit Subtitle lets you modify the format and duration of these subtitle texts. To edit a subtitle:

1. Select a video with subtitles in the **Media Clip** list.

2. Click **Edit Subtitle** .

3. The **Edit Subtitle** dialog box opens.

4. Use the various options to modify your subtitles. You can also use the **Preview Window** to check the alignment, format and color of your subtitles.

5. Click **OK** to apply your changes.

You can turn exif data into a DVD subtitle on the subtitle track by clicking **Options**.

Show/hide subtitles on the **Preview Window** by clicking .

🔖 Adding/Editing Chapters

Through this option, you can create submenus linked to their associated video clips. See "Creating Menus" for more details.

Represented as a video thumbnail in a submenu, each chapter is like a bookmark for a video clip. Viewers can easily select a chapter, then the video clip will immediately jump to the first scene of that chapter and start the playback.

This feature gives your viewers the freedom to choose a particular part of the movie to watch. Note that these small video thumbnails only link to its "mother" video without generating any additional physical video files. So, you don't need to worry about the possibility of unexpected file size increase.

You can create up to 99 chapters for a video clip. If the Create menu option is not selected, you will be guided to the Preview step immediately without creating any menus after clicking **Next**.

To create or edit chapters linked to a video clip:

1. Select a video in the **Media Clip** list.

2. Click **Add/Edit Chapter** 🔖. The **Add/Edit Chapter** dialog box opens.

3. Click **Auto Add Chapters** 🔖. You can also drag the **Jog Slider** to move to a scene to use as the first frame of a chapter and click **Add Chapter** 🔖. Repeat this step until all chapter points have been added.

4. To delete chapters, select unwanted chapter and click **Remove Chapter** or use **Remove All Chapters**.

5. Click **OK**.

Tips:
- To use **Auto Add Chapters**, your video must be at least one minute long or have scene change information.
- If you click **Auto Add Chapters** and your video is a DV-formatted AVI file captured from a DV camcorder, Corel DVD MovieFactory can automatically detect scene changes and add chapters accordingly.
- If the selected video is an MPEG-2 file with scene change information, Corel DVD MovieFactory automatically detects each scene change and generates it as a chapter when you click **Auto Add Chapters**.

Exporting Selected Clips

This lets you select existing video files and save them to another video file format.

To export selected clips:

1. Select the video files from the **Media Clip** list in the **1 Add Media** page.

2. Click **Export selected clips** and select from a list of file format templates. Export DVD, VCD, SVCD, Blu-ray Disc, and AVCHD compliant videos, depending on the current project type. **Fast Export Video** lets you export a non MPEG video file to the same format without having to convert it. Select **Customize** to save to other formats.

3. Locate the folder where you want to save these files, and then enter a new file name.

4. Click **Save**.

> **Note:** You can also export more than one video clip. The file name you entered followed by a serial number will be used as file name for the succeeding clips that you export.

Creating Menus

Menus allow the viewers to instantly access specific portions of a video. Corel DVD MovieFactory offers a set of menu templates that you can also easily customize to fit your project.

See the illustration below to better understand the structure of a menu.
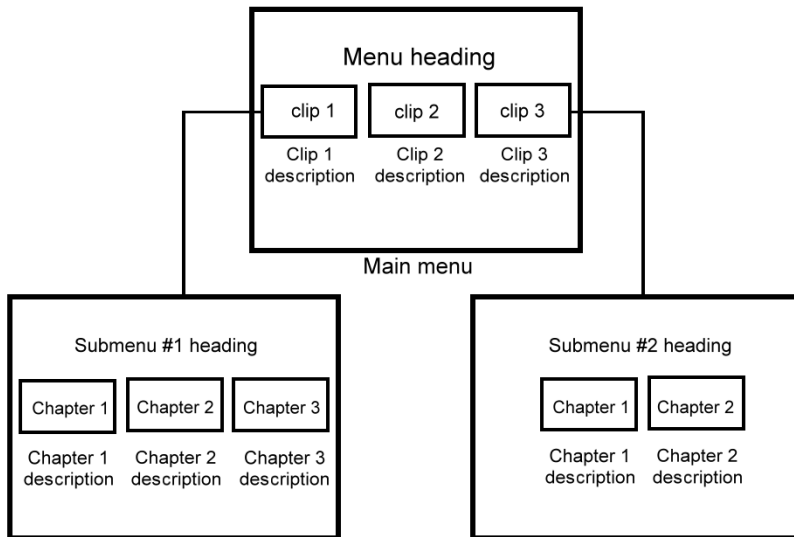
In this example, Clip 1 has three chapters. When you click the Clip 1 video thumbnail, it will jump to submenu #1. If you look at Clip 2, it has no chapters assigned to it. Therefore, there is no submenu for Clip 2.

High-definition formats offer more sophisticated menus that are similar to Web interfaces. Authoring Blu-ray allows you to include pop-ups, picture-in-picture, and buttons sounds.

To create menus and submenus, select **Create menu** in **1 Add Media** and click **Next**. This takes you to the **2 Menu & Preview** page.

Menu Template Categories

In the **2 Menu & Preview** page, the **Gallery** tab provides menu templates that are grouped in various categories.

DVD menus are categorized according to common themes such as **SmartScene**, **Thumbnail** and **Text**.

In the **Preview** window, hover your mouse pointer over a chapter point text to show the thumbnail for that specific chapter. Selecting other texts shows the corresponding chapter thumbnail.

> **Note:** DVD menus are not supported in **Straight Capture to Disc** projects.

BDMV and BD-J menu templates in the **All** category provides standard BDMV menu features for high-definition pictures and sounds.

Blu-ray Disc menus under **All** provide standard BD-J menu features for high-definition pictures and sounds. The pop-up menu overlaps a part of the main video and does not iterrupt playback.

Applying menu templates

In the **Gallery** tab of the **2 Menu & Preview** page, select a template category and then select a menu template. Click the menu template thumbnail to apply it.

Editing menu templates

You can modify your menu template by selecting various options in the **Edit** tab.

- **Background music** Opens a menu of options for selecting or deleting audio files used as background music for your menus.
- **Motion menu** Sets the duration for the moving elements in the menu. See "Using motion menus" for more details.
- **Background image/video** Opens a menu of options for selecting or deleting image or video files used as backgrounds for your menus. When you choose a video as menu background for your VCD or SVCD project, however, only the first frame of the video will be set as the menu background.
- **Font Settings** Opens a menu of options for font properties used in the menu template.
- **Layout Settings** Opens a menu of options for applying changes to menu pages or resetting them to their previous state.
- **Advanced Settings** Opens a menu of options for adding title menus, chapter menus, and thumbnail numbers.

- **Customize** Opens the **Customize Menu** dialog box where you can modify the layout, thumbnail frames and navigation buttons of your menu.

- **Moving Path** Applies a predefined motion path to menu objects such as titles, thumbnail buttons, and navigation buttons.

- **Menu In/Menu Out** Opens a selection filters and transition effects. If a menu template has a **Menu In** effect, its default duration is 20 seconds. Some template menus have sound effects for Menu In and Menu Out transitions. These sound effects, however, cannot be modified nor deleted.

Note: The **Menu Out** transition effects are not supported in DVD+VR projects.

To switch to preview mode, click **Go to the Preview Step**. See "Previewing your video" for more details.

Using motion menus

When **Motion menu** is selected, the movie will use the beginning part of the video at a fixed duration instead of the first video frame as button thumbnails. The duration of motion menus range from 1 to 30 seconds.

Using motion menus will increase the file size. Check the disc space usage indicator to make sure that the file size is still within the limit of the DVD. Refer to the **Required menu space** to make sure the space for the menu does not exceed the menu space limit of your selected output.

Use video backgrounds and buttons to enhance the appearance of your menus. Select a customized template first then choose a video for your buttons or background.

Customizing menu templates

Corel DVD MovieFactory allows you to customize and create your own menu templates for easy application to your current and future movie projects.

To create your own menu template:

1. Click **Customize** 🔳 in the **Edit** tab of the **2 Menu & Preview** page to open the **Customize Menu** dialog box.

2. Select **Frame**, **Navigation Button**, or **Layout** in the drop down menu to display the associated preset thumbnails.

3. Double-click a thumbnail to apply it.

4. To choose a new background music, image, or video, click **Background music** or **Background image/video**.

5. You can rotate text in the **Preview Window** of the **Customize Menu** dialog box using the rotate handle. To set the font properties of text, select the text and click **Font Settings**. This opens the **Font** dialog box where you can select and apply text attributes.

> **Note**: When working in the **Customize Menu** dialog box, use the **Font** dialog box to accurately resize text. The **Font** dialog box can also be launched by right-clicking the text and selecting **Font Attributes**.

6. To set menu pan and zoom effects, click **Pan & Zoom**. Select the category and your desired effect.

7. To set menu motion filter effect, click **Motion Filter**. Select your desired motion effect.

8. To modify menu in/menu out effect, click **Menu In**/**Menu Out**.

9. To save the menu template for later use, click **Add to Menu Template**.

10. Click **OK**.

> **Note:** To use your menu template, go to **Menu template** library at the **2 Menu & Preview** page and select Favorites from the list. Double-click your menu template to apply it.

Use the **Preview Window** in **2 Menu & Preview** page to further manipulate and modify your menu objects. See "Working with menu objects" for more details.

Applying Moving path

When **Moving path** is selected, menu objects such as titles, navigation buttons and thumbnail buttons appear on the screen following predefined motion paths.

Corel DVD MovieFactory also allows you to set the **Menu in/out** effects. You may choose the effect to apply by clicking on the **Menu in/out** buttons.

Adding Note Menu

Note Menu is a navigation button. Some menu templates can contain a navigation button called **Note Menu**. This allows you to add a note menu under your current set of menus. Click **Add Note Menu** to add this feature.

A Note Menu consists of one or more note menu pages. You can edit a Note Menu page the same way as a standard menu page.

The **Note Menu** feature is only available when autoring DVD, AVCHD, and Blu-ray Disc Standard formats. When you switch to VCD, SVCD, or Blu-ray Disc Advanced formats, existing note menus will be deleted.

Adding decoration objects

You can add decoration objects on your menu page by clicking **Add Decoration**. Select the image or video files that you want to add as decoration objects.

You can delete decoration objects by right-clicking and selecting **Delete Object**. Note that decoration objects that come with menu templates cannot be deleted.

Working with menu objects

Resizing and rotating objects
You can resize and rotate a menu placeholder by clicking it and dragging the handles in the **Preview Window**.

To revert objects to its previous state after rotating or distorting, right-click on the Preview Window and select **Set to 0 Degree Angle** or **Remove Object Distortion**.

Aligning objects
You can move and align menu objects anywhere in the **Preview Window**.

To easily align objects in your menu, right-click the **Preview Window** and select **Show Grid Line**. You can use these grid lines as reference when dragging the menu objects to the desired position. Select **Snap to Grid Line** to automatically align your object to the nearest grid line as you drag it.

Make sure that the objects are within the TV safe area (defined by a border with dotted lines). You can also restore the original layout of the menu pages by selecting **Reset this Page**.

Aligning multiple objects

When aligning multiple objects, you can right-click, select **Align** and choose from several menu alignment options:

• **Left/Top/Right/Bottom** Moves all selected objects (except model object) horizontally to align left/top/right/bottom side with the left/top/right/bottom side of model object.

• **Center Vertically** Moves all selected objects vertically to the center of top/bottom most objects.

• **Center Horizontally** Moves all selected objects horizontally to the center of left/right most objects.

• **Center Both** Moves all selected objects to the center of top/bottom/left/right most objects.

• **Space Evenly Vertically** Moves all selected objects (except top/bottom most objects) vertically to even vertical space. This menu item is only available when more than three objects are selected.

• **Space Evenly Horizontally** Moves all selected objects (except left/right most objects) horizontally to even horizontal space. This menu item is only available when more than three objects are selected.

- **Equal Width/Height** Resizes all selected objects (except model object) to the same width/height as model object.

- **Equal Width and Height** Resizes all selected objects (except model object) to the same width and height as model object.

Arranging Z-order

You can arrange objects in Z-order by right-clicking the Preview Window, selecting **Arrange** and choosing from the menu options:

- **Bring Forward** Brings selected object one layer forward.

- **Send Backward** Sends selected object one layer backward.

- **Bring to Front** Brings selected object to front.

- **Send to back** Sends selected object to the layer just above the background object.

Checking for overlapped buttons

You can detect overlapped buttons while editing your menu by enabling the **Show highlight object** and enable **overlap indicator**.

When editing objects or buttons on a menu, the **overlap indicator** and **Show highlight object** are selected once buttons overlap.

Editing menu thumbnail and text style

After customizing your menu pages, you can edit your menu objects by double-clicking them in the **Preview Window**. Double-click a frame, button, or text object to modify it. You can also right-click on these objects and select various options.

You can distort menu thumbnails and buttons by dragging their nodes.

Applying layout settings

You can choose to apply the same settings to other menu pages in your project. To do this, click **Layout Settings** in the **Options Panel** and select **Apply to All Pages of this Menu**.

Copying attributes

You can copy and paste attributes of image and text objects such as width, height, rotation degree, distortion ratio and transparency attributes, including associated objects like shadows and highlights.

> **Note**: Text boundary cannot be copied.

You can copy and paste attributes by right-clicking the Preview Window, selecting **Copy Shape Attributes** and **Paste Shape Attributes**.

Creating advanced menus for Blu-ray Disc video

Create Blu-ray Disc video with advanced interactivity. In Corel DVD MovieFactory, you can create advanced menus that appear without interrupting playback. This allows the viewer to navigate the contents of the disc while watching the movie.

Creating advanced menus

To create advanced menus, select **All** in the **Gallery** tab in the **2 Menu & Preview** page. Select the menu template to apply. **All** menu templates are divided into 3 layers that you can select. You can edit objects in your currently selected layer.

- **Layer 1** Background setting
- **Layer 2** Title menu
- **Layer 3** Chapter menu

In **Layer 1**, you can modify your main title text (My Title), background image, video, and music. In **Layer 2**, you can modify the names of your titles. In **Layer 3**, you can modify the names of your chapters.

> **Note**: You can turn the root menu on and off by selecting **Add Root Menu** in **Advanced Settings**.

Adding button sounds

To add button sounds, click **Button sound** in the **Edit** tab. This opens a menu of options for selecting or deleting audio files. When switching highlights, button sounds include sound effects (Click) and voices (Di or Da).

When you choose a video as menu background for your VCD or SVCD project, only the first part will be set as the menu.

Previewing your video

Now, it's time to view your video project and do a final check before you burn it onto a disc.
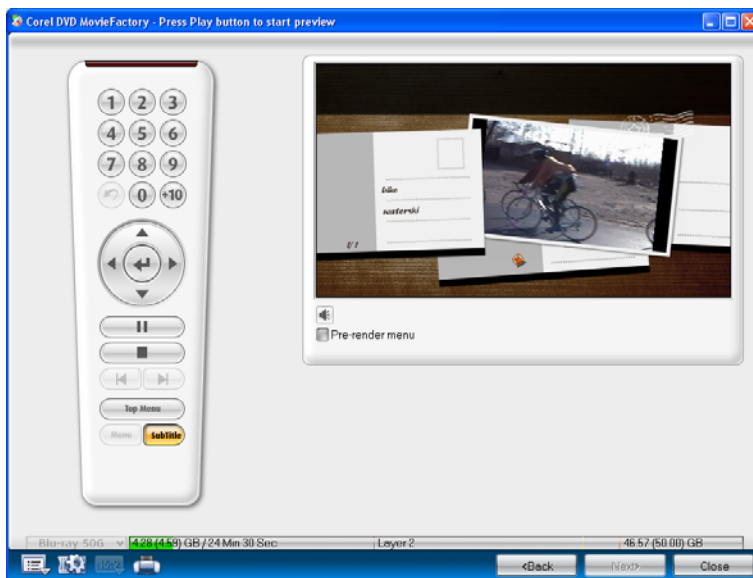
To preview your video project:

1. If you created menus for your project, click **Preview** in the **2 Menu & Preview** page to preview your project. Otherwise, click **Next**.

2. Click **Play** to watch your video project and test the menu selection on your computer. Use the navigation controls as you would use a standard remote control of a home DVD player.

3. Click **Volume control** to adjust the audio volume of your computer as you preview your video project.

4. Click **Next** to proceed to the final step -- **3 Output** page and setup the output settings for your project and burn it onto a disc.

Tip: As you mouseover the controls, tooltips display their specific functions.

For previewing high-definition videos, buttons are added to the remote control:

- **A** Unused/Disable.
- **B** Show/Hide Progress Bar on preview window. Check 8.1.9 for detail.
- **C & D** Unused/Disable.

Note: Not all Blu-ray Disc templates support the additional remote control buttons.

Using the Progress Bar

When viewing video with advanced menus, a Progress Bar shows the playback position and timecode. To show the Progress Bar, click **remote control key B**. When you enable the Progress Bar, all menu items will be hidden.

When you click Pop-up Menu or an arrow key on remote control, the Progress Bar will be hidden.

Burning your disc

This is the final step in the disc-authoring process. In **3 Output** page, specify the settings for burning your videos or creating disc image files.

To burn your project onto a DVD:

1. Specify the settings of your burning device in **Disc burner**.

    • **Label** Determines the volume name of the disc. Enter a volume name of up to 32 characters onto the CD/DVD/Blu-ray Disc.

    • **Drive** Selects the disc burner that you want to use to burn the video file.

    • **Copies** Set the number of disc copies to burn.

    • **Disc type** Displays the output disc format for the current project.

2. Select your burning tasks and other output options. Click ⊗/⊗ to show/hide output options.

    • **Create to disc** Burns your video project onto a disc.

    • **Create DVD folders** This option is only enabled when the video file being created is a DVD video. This allows the user to view the finished file on the computer using a DVD player software.

    • **Create disc image** Select this option if you plan to burn the video file several times. By selecting this option, you don't have to generate the file again when you want to burn the same video file.

    • **Normalize audio** Prevents irregular audio levels during playback of your movie. Different video clips may have different audio recording levels when created. When these video clips are put together, the volume could vary greatly from one to another. To make volume levels consistent between clips, **Normalize audio** function evaluates and adjusts the audio waveform of the whole project to assure a balance audio level throughout the video.

    • **Archive images of slideshows** Includes images used in your slideshows on the disc.

    • **Power off the PC when completed** Automatically turns off your computer after the burning process.

Tip: Click **More settings for burning** 🖼 to define additional burner and output settings.

---

3. Click **Burn** 🖼 to start the burning process.

4. After successfully burning your disc, a dialog box appears from which you can select the next step.

   - **Return to Start page** Saves the current project and begin a new one.

   - **Continue** Brings you back to the **3 Output** page where you can burn another copy of your project or burn a new disc with a different series of settings.

   - **Close** Prompts you to save your work and close Corel DVD MovieFactory.

Required space

Use the following indicators as reference when burning your projects. These indicators help determine if you have sufficient space to successfully burn your project onto the disc.

   - **Required/Available hard disk space** Displays the space needed by the working folder of the project and the space available for use in the hard drive.

   - **Required/Available disc space** Displays the space needed to fit the video file in the disc and the space that is available for use.

Notes:

   - Make sure your project does not exceed 4.37 gigabytes when burning onto a 4.7-Gigabyte DVD disc.

   - If you will burn a DVD with nearly 2 hours of video, consider these options to optimize the project size: use a video data rate not higher than 4000 kbps, use MPEG audio, or use still image menus instead of motion menus.

   - **Delete temporary files from folders** removes all unnecessary files in your working folder.

   - **Erase** deletes all the data in the rewritable disc.

The Burning Options dialog box

The various options in the **Burning Options** dialog box determine how your discs are burned.

 Disc burner Specify the settings for your burning device.

   - **Drive** Select the disc burner to use in recording the video file.

   - **Speed** Select the recording speed to use in burning the video file.

Files to include on disc Choose additional items that you want to include on the disc.

- **Copyright information** Includes copyright text or information about the author.

- **Project file** Includes the DVD MovieFactory project file that you created on the disc for later use.

- **Personal folder** Lets you include any other folders on the disc.

Advanced settings Adjust more disc burning settings.

- **Test before burning** Select to simulate first (it does not actually burn yet) the burning of the video file. This will help you check if the system speed is enough to send data to the CD/DVD/Blu-ray Disc writing device at a specified recording speed. After the simulated burning, actual burning then starts. Clear to burn the disc without performing a test.

- **Buffer underrun protection** Select to use this technology when burning your video file. This technology helps eliminate the buffer underrun problem. Availability of this technology depends on the disc burner you are using.

- **Restart DVD+RW background format** Formats the DVD+RW before recording. Enabling this option will prolong the recording process but will ensure a successful burn. This is recommended when you are using the DVD+RW disc for the first time.

Note: By default, this option is not selected to ensure maximum compatibility.

- **Do not close disc** Creates a multi-session disc for CD-R/CD-RW/DVD-R/DVD-RW/DVD+R.

- **Quick eject** Reduces the time it takes to finish creating a short DVD when you are using a DVD+RW drive.

Creating data disc

Data Disc also allows you to select recording tasks, formats, and storage media using Corel Burn.Now.

You can compile data files and create a standard data disc or encrypt your compiled data and create a password-protected data disc.

If you are using the ISO 9660 or ISO 9660 + Joliet file system, you can select **Bootable Disc** to create a disc that allows your computer to automatically boot or start up without having to access the hard disk.

Data Disc also allows you to create a DivX disc. DivX is a popular video codec.

You can also store data using both ISO and UDF file systems. Please refer to the **Burn.Now User Manual** for details.

Editing a Disc

With Corel DVD MovieFactory, you can modify videos and menus directly on a rewritable disc or add files and folders on an appendable disc. To edit a disc, click **Edit Video Disc** in the **Launcher** and select the type of disc to modify. Click **Data Disc** or **MP3 Disc** to modify your CD, DVD, or Blu-ray disc in Burn.Now.

You can also modify the contents of your disc by clicking **Edit Disc** in the Corel DVD MovieFactory host program.

To edit a disc in the host program:

1. Insert the disc to edit and click **Edit Disc**.

2. Select the project to edit and click **Next** to add, modify, or remove videos/ menus.

3. Preview your video project, and then click **Next**.

4. Click **Burn**.

Notes:

- When editing a DVD movie recorded on DVD-R, the contents will first be copied to your hard drive. It will be burned onto a new disc after you have finished editing.
- You can only edit menus that were created in Corel DVD MovieFactory.

Capturing straight to disc

Straight Capture to Disc provides you with a fast way to capture videos from a video device (such as DV camcorder, VCR, or TV) through an analog or IEEE-1394 (FireWire) interface card, and then burn them directly onto a video disc. When this task is selected, Corel DVD MovieFactory will initially check both your burner and disc to ensure that there are no problems with your output device and media. Then, you can set up your menu template as well as capture options and adjust other settings.
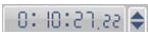
Notes:

- **Straight Capture to Disc** supports 16:9 video.
- You cannot append titles in **Straight Capture to Disc**.

For DVD

With **Straight Capture to Disc**, you can capture your videos and directly burn them onto DVD.

To capture videos directly onto a disc:

1. Make sure your video source is switched on and properly connected to your computer.

2. Insert a disc into the disc burner where the video will be recorded, and then click **Capture and Import** and select **Straight Capture to Disc** in the **Launcher**.

3. Select a recording format. The options vary depending on the selected output disc format.

4. Select the **Source** device to capture from.

5. Set the video length to record in **Duration** 0:10:27.22.

6. Click **Create Menu** to set up the menu for your video project.

7. Select the menu template and click **Background Image** or **Background Music** to add background image and music, then click **OK**.

8. Click **Create Chapter** to automatically add chapters with specific time interval.

9. Select the desired output format in **Format**.

10. Click **Burner Options** to set the disc burner options and properties. See "The Burning Options dialog box" for more details.

11. Locate the starting point of your video to capture then click **Start Capture**. Click **Pause Capture** to pause the capturing process. Click **Stop Capture** to end the capturing process.

12. After successfully burning your disc, a dialog box appears from which you can select the next step.

   • **Return to Start page** Returns to the launcher.
   • **Close** Exits DVD MovieFactory.

Capturing HDV straight to BDMV and AVCHD

You can capture HDV to your hard drive as BDMV or AVCHD video, and burn them straight to disc.

Estimate the required and available hard disk and disc size before capture.

The default template format is the same as host.

To capture HDV directly onto a disc:

1. Make sure your video source is switched on and properly connected to your computer.

2. Insert a disc into the disc burner where the video will be recorded, and then click **Capture & Import** and select **Straight Capture to Disc** in the **Launcher**.

3. Select a recording format. The options vary depending on the selected output disc format.

4. Select the **Source** device to capture from.

5. Select the desired output format in **Format**.

6. Click **Burner Options** to set the disc burner options and properties. See "The Burning Options dialog box" for more details.

Settings and tools

The following tools located at the lower left of the main interface allow you to perform various tasks.

Settings and options Allows you to set preferences, save projects, view the online Help, and access product specific information on the Corel Web site.

Project Settings Opens a dialog box where you can configure project specific settings.

Display aspect ratio Toggles between standard 4:3 and widescreen 16:9 display aspect ratios for videos and menus.

Label@Once Launches the Label@Once dialog box where you can create and print labels and covers for your discs.

Widescreen 16:9 Display aspect ratio

In addition to the standard 4:3 display, Corel DVD MovieFactory supports **16:9 DVD** display aspect ratio for videos and menus. This lets you create widescreen videos and burn them onto a DVD disc.

To create widescreen videos, click [icon] and select **16:9** from the **Display aspect ratio** list in the **Project Settings** dialog box. The video clips and menus are then adjusted automatically.

You can also switch between standard 4:3 and widescreen 16:9 by clicking **Display Aspect Ratio** and selecting the desired setting.

> **Note:** Switching between 16:9 and 4:3 display settings resets all menus to default. **Display Aspect Ratio** is enabled only when DVD is selected as the output disc.

Creating an audio disc

Audio Disc allows you to select recording tasks, formats, and storage media using Corel Burn.Now. You can compile audio files and create MP3, Audio CD, DVD-Audio, Music DVD-Video, and CD Extra discs.

You can burn files and projects to CDs, DVDs, and dual-layer DVDs. You can also perform multi-session burning of dual-layer DVD-R using Layer-Jump Recording technology. Corel Burn.Now also supports the next-generation Blu-ray Disc (BD) media.

Please refer to the **Corel Burn.Now User Manua**l or **Online Help** for details.

Copying disc contents

Copy Disc lets you copy contents from one disc to another. You can also burn a disc image file or the contents of a DVD folder directly to disc.

To copy contents directly from a disc:

1. Click **Copy Disc** in the **Launcher** and select **Burn DVD Folders to Disc**. This opens **Copy Utility**.

2. Specify the file to copy in **Source**. Select **Browse for a Movie Folder** if the source file is from a disc or a DVD folder.

3. In **Destination**, select the burner drive to use. You can also choose to convert the disc contents to a **Disc image file** for future use.

4. Click **More advanced settings** to specify burning options and then click **Copy**.

Preferences and Disc Tools

Disc Tools allows you to format, erase, and close your disc. You can also view disc or drive information.

Selecting **Preferences** allows you to modify your working folder, update and register your product and view product information.

Format Disc

Select **Format Disc** to open the **Format Disc** dialog box. Corel DVD MovieFactory allows you to write the Universal Disc Format (UDF) file system to a rewritable disc to enable random packet writing. Random packet writing allows disc space to be used more efficiently when burning data onto the disc. It allows data to be written onto the disc in the same way as the hard disk, freeing disc space as data are deleted, and reusing freed space. A disc can be formatted with UDF 1.5 or above.

Erase Disc

Select **Erase Disc** to open the **Erase Disc** dialog box. This allows you to erase the contents of your rewritable disc.

Close Disc

Select **Close Disc** to open the **Close Disc** dialog box. Closing a recordable disc means that no further data can be written onto it.

Settings and options

Opens a menu of options that allows you to set preferences, save projects, view the Online Help and information about Corel DVD MovieFactory, visit the Corel DVD MovieFactory Web page, and register your copy of Corel DVD MovieFactory.

Open

Opens an existing Corel DVD MovieFactory project file (*.DWZ).

Save

Corel DVD MovieFactory (*.DWZ) file using the date as the file name. If you are just saving the changes you made in an existing project, its original file name will be retained.

Save As

Saves a copy of the current project.

Preferences

Select to set the program's working environment through the **Preferences** dialog box.

To open the **Preferences** dialog box, click **Settings and options** and select **Preferences** or press **[F6]**.

General
- **Always show relink message** Automatically performs link-checking between the project clips and the associated source files. This is important when the source file is moved to another folder location or has been deleted.

- **Resume all confirmation dialog boxes** Opens the confirmation boxes appear even after the "Do not show again" option is selected.

- **Check Corel Web site every XX days** Select to specify how frequently the program checks the Corel Web site for news and updates.

- **TV system** Selects the type of your TV system (NTSC or PAL/SECAM).

- **Slideshow image duration** Specifies the default clip length for all image clips that will be used in your slideshow project. The duration is measured in seconds.

- **Video transition effect duration** Specifies how long a video transition effect is displayed on screen.

- **Audio fade-in/out duration** Specifies the amount of time it will take for the

volume to reach normal levels when fading-in or the lowest level when fading-out.

- **Working folder** Enter or locate a folder for temporary files.

Advanced
- **Enable SmartProxy** Automatically creates proxy files whenever a video source file is added to the project.

- **VCD player compliant** Ensures that the VCD created will play in stand-alone VCD players.

- **Anti-flicker filter** Applies the anti-flicker filter to the menu pages. The anti-flicker filter reduces the flickering that happens when using a television to view the menu pages. However, this does not help when the menu page is viewed on progressive scan devices such as computer monitors or projectors. Select this option if you plan to view the movie or slideshow on television sets.

- **Max 30MB menus for set-top DVD+VR recorder** Sets the maximum file size for DVD menus to 30MB to make DVD compatible with set-top DVD (DVD+VR) recorders.

- **Create index file for MPEG seeking performance** Improves real-time preview result using the **Jog Slider**. This option is specific for MPEG-1 and MPEG-2 files only.

- **NTSC/PAL safe color** Uses video friendly colors to ensure the display quality of your menus when viewed on any TV system. This helps you avoid the flickering problem on videos when viewed on screen.

- **Resample quality** Specify the quality for all clips. A higher quality results in better video but takes longer time to render. Choose **Best** if you are preparing for final output. Choose **Good** for faster operation.

- **TV safe area** Sets a margin (represented by a red border) in the **Preview Window** of the **2 Menu & Preview** page. If you set the **TV safe area** at 10%, the remaining 90% will be your working area. Make sure that all your menu objects are within the working area so that they can be properly viewed on screen.

- **Menu Editing Grid** Adjusts the percentage of the grid lines. Right-click in the Preview Window of the **2 Menu and Preview** page to display and snap menu objects to the grid line.

Capture
- **Click OK to start DV capture** Launches a confirmation message before performing the actual capturing process.

- **Stop tape once capturing stops** Automatically stops the connected capture

device in your computer once the program stops capturing.

• **Captured image format** Select either JPEG or Bitmap format for the still image that you captured.

• **Image quality** Specifies the quality of the captured JPEG image.

Disc Template Manager

Opens the Disc Template Manager dialog box. Here, you can add disc templates according to the disc format selected. You can also edit or delete existing disc templates.

Corel DVD MovieFactory Help

Opens the Corel DVD MovieFactory online Help.

Product Updates on the Web

Opens the Corel Web site to inform you about new updates & patches or product releases. This also gives you access to the latest offerings or promotions related to the product.

Online Registration

Launches your Web browser then takes you to the page on the Corel Web site where you can register your copy of Corel DVD MovieFactory.

About Corel DVD MovieFactory

Displays product and copyright information about Corel DVD MovieFactory.

Exit

Closes the program.

Project settings

Clicking ⬛ opens the **Project Settings** dialog box where you can view information about the current project and customize its output settings.

   Project Type Choose the type of disc format for your project. Create projects for output on AVCHD, Blu-ray Standard, BD-J, DVD, VCD or SVCD.

   MPEG properties for file conversion Displays detailed information about the selected video's settings.

   • **Change MPEG Settings** Selects the type of video setting for your project. Select **Customize** to personalize video settings.

   • **Display aspect ratio** Defines the output display of your project. Corel DVD MovieFactory supports standard 4:3 and widescreen 16:9 display aspect ratios for videos and menus.

   • **Field type** Selects field order. DV is generally Lower Field First, analog formats are usually Upper Field First.

   • **Do not convert compliant MPEG files** Prevents the program from rendering DVD-compliant MPEG files during the rendering (output) process.

   • **Support X-Disc** Includes Extended disc (XDVD, XVCD, XSVCD) compatible files to your project.

   • **Two-pass conversion** Improves the quality of the output video by analyzing the video data first before encoding.

   • **Treat MPEG audio as non-DVD compliant** Select to treat all video files that has MPEG audio as non-DVD compliant. The MPEG audio track will not be rendered to LPCM during output.

   Navigation controls Provides options for playing your video.

   • **Auto fade out first play to menu** Automatically crossfades from the first play clip to the menu.

   • **Play all clips first before menu** Plays all videos first, and then displays the menu.

   • **Auto repeat when disc playback ends** Select to automatically replay the video after disc playback ends.

   • **Clip playback** Determines what to display next after the playback end of a video clip. Clear **Auto repeat when disc playback ends** to enable this item.

Label@Once

Clicking **Create & Edit : Create Disc Label** in the **Launcher** opens the **Label@Once** dialog box where you can create and print labels and covers for your discs. **Label@Once** allows you to design and print stunning discs labels and case covers for your discs. It lets you add and lay out images and text.

Label@Once dialog box

General tab

The **General** tab allows you to select a disc label or disc cover template to start with. You can then customize the overall design of the disc label, disc cover, insert, or booklet. The actual dimensions of your media or label in relation to the selected paper size is displayed to serve as your guide.

Output options

- **Printer** Select a printer to use.

- **Media type** Select the type of label to print. Choose from a variety of media types such as front and back CD covers, DVD case inserts and booklets, as well as mini disc labels.

- **Paper size** Select a paper template to work on or create your own customized template.

- **Paper orientation** Select whether to use **Portrait** or **Landscape** orientation for the paper.

- **Copies** Specifies the number of copies to print.

- **Currently selected label** Displays a preview of the currently selected paper template.

Background

- **Texture** Uses an image file as background for your disc label. Click **Browse** to select the image file to use.

- **Color** Uses a solid color as background for your disc label. Click the color box to select your desired color.

- **Transparency** Adjusts the transparency of the background by entering a value or using the slider.

Image tab

The **Image** tab allows you to adjust images in your disc label or cover design.

Image options

- **Brightness** A higher value produces a brighter image.
- **Contrast** A higher value makes the midtone colors stand out more.
- **Transparency** Adjust the transparency of the image by entering a value or using the slider.
- **Fit to Window** Click to fit the image to the disc label or cover layout. The image will be stretched proportionally and centered horizontally and vertically.

Shadow options

- **Shadow** Select to apply a shadow to the image.
- **Shadow color** Chooses the desired image shadow color.
- **X-offset** Determines the horizontal distance of the shadow from the selected image.
- **Y-offset** Determines the vertical distance of the shadow from the selected image.
- **Shadow Transparency** Adjusts the transparency of the shadow by entering a value or using the slider.

Text tab

The **Text** tab allows you to add and format text.

Text options

- **Font face** Selects the font face to be used.
- **Font size** Selects the size of the font.
- **Bold** Makes the appearance of the text heavy and thicker.
- **Italic** Formats the text to appear italicized.
- **Underline** Draws a line under the text.
- **Align left/center/right** Determines the alignment of the text.
- **Font color** Specifies the color of the text.
- **Transparency** Adjusts the transparency of the text by entering a value or using the slider.

Shadow options

- **Shadow** Select to apply a shadow to the text.

- **X-offset** Determines the horizontal distance of the shadow from the selected image.

- **Y-offset** Determines the vertical distance of the shadow from the selected image.

- **Shadow Transparency** Adjusts the transparency of the shadow by entering a value or using the slider.

- **Shadow color** Click to choose the shadow color.

Wrap text

- **Straight text** Orients the text to appear in a straight, horizontal line.

- **Clockwise text** Arranges the text orientation into a clockwise circle.

- **Counterclockwise text** Arranges the text orientation into a counterclockwise cirle.

- **Auto fill** fits the text to the chosen wrap style circle. The text will be stretched or repeated to fill the circle.

You can also choose the following tasks to help you with designing your disc label.

Files

- **Load Disc Label** Click to open a previously saved disc label project.

- **Save Disc Label** Click to save your disc label project.

Add Image Click to select an image to add on the label.

Add Text Adds a text object to the label.

Add Icon Adds an icon to the label.

Playlist Opens the **Add/Edit Playlist Information** dialog box to allow you to add information on the label such as the album title, artist name, as well as date.

Clear content Removes all objects and background from the disc layout. This is useful when starting over with your design.

Other options

- **Show/Hide Disc** Show/hide the outline of the disc for better alignment of images or text.

- **Show/Hide Grid** Show/hide gridlines for laying out images and text symmetrically.

Creating custom paper templates

Corel DVD MovieFactory comes with preset paper templates that you can use as labels and covers for your discs. It also lets you create your own paper template.

To create a paper template:

1. Click ⬜ to open the **Label@Once** dialog box.

2. In the **General** tab, click 🔳 to open the **Customize Paper Template** dialog box.

3. Click **Add** to open the **Edit Paper Template** dialog box.

4. Enter a name for the template then set the unit of measurement in **Unit** and paper dimensions in **Paper size**.

5. To insert a disc label into the template, choose the disc size in **Shape object** and then click **Insert**. You can also insert CD and DVD covers by selecting a preset shape object from the list.

6. Click **Close** to go back to the **Customize Paper** dialog box.

7. To use the newly created template, select it in **Paper size**.

Designing from scratch

When creating a disc label, you can add and customize the look of your images and text.

To add a background image to the disc label:

1. Click the **General** tab.

2. Select **Texture** under **Background** and click **Browse** to locate the image file to be used as texture. Click **Open**. The image will be tiled on the label.

To use a solid color as the base of your disc label:

1. Click the **General** tab.

2. Select **Color** under **Background** and click the color box to select a color.

To add an image to your disc label:

1. Click **Add Image** to browse for the image to use. Click **Open** to add the selected image on the label.

2. Select the image in the **Preview Window** and use the handles to resize the image. To move an image, drag it to the desired position on the label.

> **Note**: Only the part of the image inside the red boundary will appear when the label is printed.

3. To add more images, repeat steps 1 and 2.

To adjust the background:

1. Click the **General** tab.

2. To adjust the transparency of the background, use the **Transparency** slider to set the appropriate value.

To edit an image:

1. Select the image to edit.

2. Click the **Image** tab.

3. Adjust **Brightness**, **Contrast** and **Transparency** levels of the image by entering the value or using the slider.

4. Select **Shadow** to add a shadow to the selected image. Click the color box to set the shadow color, and adjust the X/Y offset values to set the shadow position.

To add text to your disc label:

1. Double-click the disc image in the **Preview Window** and enter your text or

   click [icon]. This automatically activates the **Text** tab.

2. Format the selected text by adjusting the font type, size, style, text color, and alignment. Adjust the text **Transparency** level accordingly.

3. Click a thumbnail under **Wrap text** to make the text wrap around the disc label. Select **Auto fill** if the text is too short to make a circle.

4. Select **Shadow** to add a shadow to the selected image, and click the color box to set the shadow color.

5. Adjust the X/Y offset values or use the shadow's round and green handles to set the shadow position.

Tips:

• Press **[Ctrl]** and click each element to select multiple elements.

• Right-click an element to open a pop-up menu that contains options for aligning elements, arranging their order, and more.

Designing based on an existing project

When your project has been completed and recorded onto a disc, it is time to create a disc label or cover.

To design a disc label based on an existing project:

1. Open an existing Corel DVD MovieFactory project and click [icon].

2. Initially, the background image used for the menu will also serve as background for your disc label. The menu title serves as the disc title and the menu thumbnail descriptions are used as track names.

3. Click **Playlist** [icon] as needed to open the **Add/Edit Playlist Information** dialog box. In **Global Information**, specify which information you want to include on the disc label such as the title, artist name, date created, and title or track names. To change a track/title name, double-click and enter a new text.

Note: Changing the disc title and track/title names in your label will not affect the menu title and thumbnail descriptions on your project.

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4. You can also arrange the order or remove selected track/title names. Click **OK** to go back to the **Label@Once** dialog box.

5. Click **Print** to start the printing process or click **Files: Save Disc Label** to save your disc label project.

Designing based on a playlist

You can also design a label or cover for your discs based on a playlist. You can then use these as title or track names for your disc label.

To design a label based on a playlist:

1. Click . The disc label is displayed in the **Preview Window** of the **Label@Once** dialog box.

2. Click **Playlist** to open the **Add/Edit Playlist Information** dialog box.

3. Click **Import Playlist** then browse for the playlist that you want to include on your label then click **Open**.

Importing a disc label

Open your previous disc label projects for re-editing or re-printing.

To open a previously saved disc label project:

1. Click **Files: Load Disc Label**.

2. Browse for the disc label file (*.UPL) to open in the **Open** dialog box.

3. Click **Open** to open the project.

Saving a disc label

After working on your disc label design, you can save it for use at a later time.

To save your disc label:

1. Click **Files: Save Disc Label**.

2. Browse for the folder where the disc label will be saved. Enter a name for the project and click **Save** to save the project.

Printing a disc label

To print your disc label:

1. In the **General** tab, select a printer from **Printer** list.

2. Enter the number of copies to print then click ![icon] or ![icon] to select the orientation of the paper.

3. Click **Print**.

Appendix: Important information

Installing a capture card

If your capture card is a PCI-based card, install the card on your computer by inserting it in an available PCI slot on the computer's motherboard.

Connecting a video camera to the computer

The type of capture card or interface port that you will need to connect your video camera to your computer depends on the type of video camera you have.

DV or Digital 8 camcorder

If you are using a DV (Digital Video) or Digital 8 camcorder, you will need an IEEE-1394 interface on your computer. Some newer computers already have built-in IEEE-1394 ports. If you do not have them on your computer, install an IEEE-1394 card.

Connecting the camcorder to the IEEE-1394 interface

Use an IEEE-1394 cable to connect your digital camcorder to the IEEE-1394 port. Before purchasing one, check first the pin connectors used on your camcorder and your computer. Most DV and Digital 8 camcorders have a 4-pin connector, whereas desktop computers that come with IEEE-1394 ports or installed with IEEE-1394 cards usually have 6-pin connectors. The IEEE-1394 cable that is required for desktop computers is a 4-pin to 6-pin cable. Most laptop computers have 4-pin connectors which require a 4-pin to 4-pin cable.

Checking the hardware setup

After connecting your digital camcorder to the computer, check if the device is detected by your Windows system. If you installed an IEEE-1394 card on your computer, check also if the card is detected.

To check if the IEEE-1394 card and digital camcorder are detected:

1. Insert your video tape into the camcorder and switch it on. Make sure it is in playback mode (usually named VTR or VCR). Check your camcorder's manual for specific instructions.

2. Open the **Control Panel**, then open **System: Hardware - Device Manager**. Make sure the following device names are listed in the **Device Manager**.

Under Windows XP and Windows Vista:

- 1394 Bus Controller
- <Brand name> DV Camcorder (The brand name depends on the DV camcorder connected to the IEEE-1394 interface.)

3. If your digital camcorder has been detected properly, it will be listed as a source device. In Corel DVD MovieFactory, click **Capture video** in **Select source and import (Step 1/3)**. In the **Capture Video** dialog box, check if your camcorder is displayed in **Source**.

HDV camcorder

If you have connected your HDV camcorder before to your computer, check the **Device Manager** to see if your camcorder is detected as a DV device or AV/C tape device. If the camcorder is detected as an AV/C tape device, you can capture HDV footage.

Analog video sources

VHS, S-VHS, Video-8, and Hi8 camcorders and VCRs are examples of analog video sources. To capture video from analog sources, you will need to install an analog capture card in your computer. Conventional broadcast television is also an analog source. To capture TV footage, you need to have a TV tuner card installed in your computer.

Connecting the video device to the analog capture card

To connect your video device to the analog capture card, use either an S-Video or RCA Composite cable depending on your device's video output. If your video device has both types of output, use the S-Video connection for higher video quality captures.

If you want to use the Composite output of your video device, connect the yellow plugs of the Composite cable to the video output of your video device and the video input port of the analog capture card.

Most higher-end analog capture cards do not have the Composite/S-Video input ports crowded on the side of the cards. Instead, these cards come with an external breakout box that provide all the video input ports at the front of the box. Video devices can be connected to the capture card more easily through the breakout box.

Connecting a TV antenna to the tuner card

A tuner card has a TV antenna input just like the regular television monitor. Plug your TV antenna to the TV connector of the tuner card.

Connecting the capture or tuner card to the sound card

Most capture and tuner cards only allow video capture. To preview the audio from your video device or TV and to capture the audio into your computer, you need to connect the audio output of the capture or tuner card to the sound card's Line In port. The required cables for connecting to the sound card are different for each type of video source.

Checking the hardware setup

After connecting your analog source to the capture or tuner card, check if the card is detected by your Windows system.

To check if the capture or tuner card is detected:

1. If you are using a video device such as a camcorder as your source, insert your videotape into the video device and switch it on. Make sure it is in the playback mode (usually named VTR or VCR).

2. Open the **Control Panel**, then open **System: Hardware - Device Manager**.

3. In the **Device Manager**, double-click **Sound, video and game controllers**. Check if your capture or tuner card is listed in this folder.

4. If your capture or tuner card has been detected properly, it will be listed as a source device in Corel DVD MovieFactory. Select the **Capture Step** and check if your capture or tuner card is displayed under the **Source** list in the **Options Panel**.

Glossary

Analog
A signal that continuously varies in frequency/quantity, rather than discrete units found in digital devices. Information from an analog source must be converted to digital in order for a computer to interpret it.

Aspect Ratio
The proportion of a picture's width and height.

AVCHD (Advanced Video Codec High Definition)
AVCHD is a high definition recording format developed by Panasonic and Sony. AVCHD technology makes it possible for high definition video to be compressed and recorded onto DVDs, SD memory cards, Memory Stick, and hard drive camcorders. AVCHD is two times as efficient as MPEG-2 and MPEG-4 in compressing video.

AVCREC
A new generation recording format developed by the Blu-ray Disc Association for outputting high-definition videos on standard DVD discs.

Blu-ray Disc
Also known as BD, this next-generation optical disc format features recording and playback of high-definition video (HD). On a single layer, it can hold 25GB of HD content. Its dual-layer version can hold up to 50GB.

Blu-ray Disc Movie (BDMV)
The format that offers improved navigation and menus, animation, graphics and subtitling as compared to DVD.

Blu-ray Disc Audio Video (BDAV)
BDAV is the format designed for home video with no interactivity. It is ideal for authoring simple video and audio content with no menus.

Blu-ray Advanced (BD-J Mode)
The advanced mode for Blu-ray Disc is BD-J or Blu-ray Disc - Java. Based on the Java runtime environment, it offers extensive interactive capabilities.

Burn
The process of writing or recording content to a CD, DVD or BD.

Button

An object assigned to an attribute which, when clicked, performs a specific function. Buttons are commonly used to play an assigned chapter or move to the next or previous one.

Compression

The process of making a file smaller. Nearly all digital video is compressed in some way or another through a codec.

Device Control

A software driver that allows your computer to control video sources like the camcorder.

Disc image files

Files that contain the entire content of a storage medium (e.g. CD-ROM).

Dolby Digital audio

An audio compression format developed by Dolby Lab for multiple audio channels.

DV

Abbreviation for Digital Video, which is a very specific format of video. DV can be played back/recorded by your computer if you have the proper hardware (capture card) and software (DV codec).

DVD

Abbreviation for Digital Versatile Disc, a popular format in video production because of its superb audio and video quality. It also holds several times more data that VCDs and SVCDs.

DVD-Video

A standard developed by the DVD Forum, DVD-Video is the most popular DVD format. DVD-Video supports widescreen and letterbox aspect ratios, up to 9 camera angles, multiple languages, subtitles or karaoke tracks, menus and navigation features.

DVD-VR

A video authoring format that you can output on a DVD-R/RW/RAM disc media. This format is editable on disc.

DVD+VR

A video authoring format similar to DVD-Video but with a limited menu size of 30MB.

Field order

The order in which a field in interlaced video is displayed first during playback. This can either be Lower Field First or Upper Field First. A field is one of the two half-frames in interlaced video. Field order is not applicable for frame-based videos which are displayed with complete single frame pictures.

HDV

Abbreviation for High Definition Video. It is the video recording format that allows for high data compression, and in turn allows for higher picture resolutions. HDV can go up to 1920 x 1080 in resolution.

Introductory Video

The video clip that plays when the disc is inserted into the player.

LPCM audio

Abbreviation for Linear PCM which is a high quality uncompressed audio format similar to CD audio, but with higher sampling frequencies and quantization. Bandwidth for video on a DVD video disc is lessened if LPCM audio is used.

Menu

A group of objects set against a background that allows navigation through the scenes or immediately proceed to a specific portion of the title.

Motion Menu

A menu that features animated backgrounds and/or buttons.

MPEG audio

A family of standards for low bit-rate coding of audio.

Normalize audio

This function evaluates and adjusts the audio waveform of video used in a movie according to the highest peaks and correcting the rest accordingly to avoid volume level variation.

NTSC

NTSC is the video standard in North America, Japan, and some other regions. Its frame rate is 29.97 fps and has a video resolution of 720x480 pixels.

PAL

PAL is the common video standard in Europe, Australia, New Zealand, China, Thailand, and other Asian countries. It has a frame rate of 25 fps, and has a video resolution of 720x576 pixels.

Split by Scene

A command for captured DV AVI files in the Library. This automatically splits a single video file into multiple clips based on the changes in recording date and time.

SVCD (Super Video CD)

A commonly described as an enhanced version of a VCD. It is based on MPEG-2 technology with either Variable Bit Rate (VBR) or Constant Bit Rate (CBR).

VCD (Video Compact Disc)

A special version of a CD-ROM that uses the MPEG-1 format. The quality of the exported movie is almost the same, but usually better than VHS tape-based movies. A VCD can be played back on a CD-ROM drive, VCD player, and even on a DVD player.

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